

FIG.2

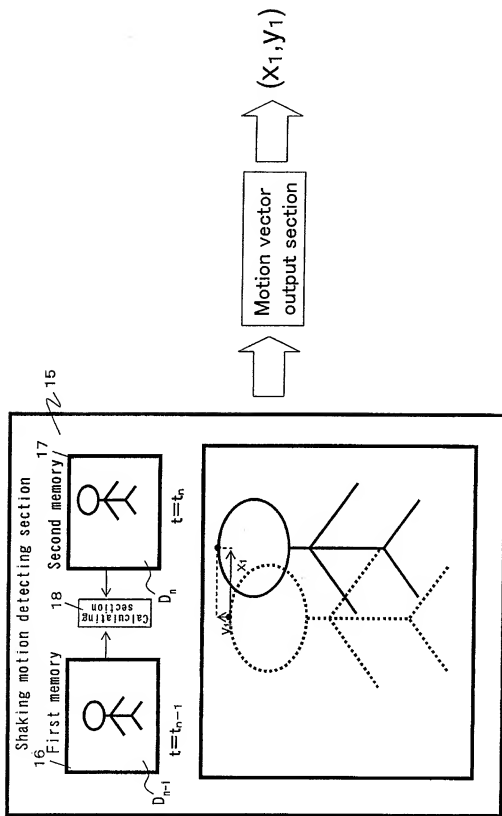
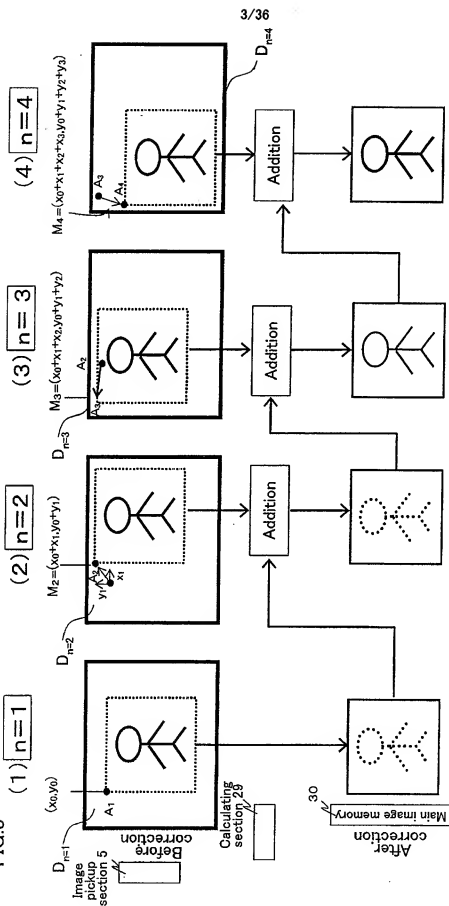


FIG. 3



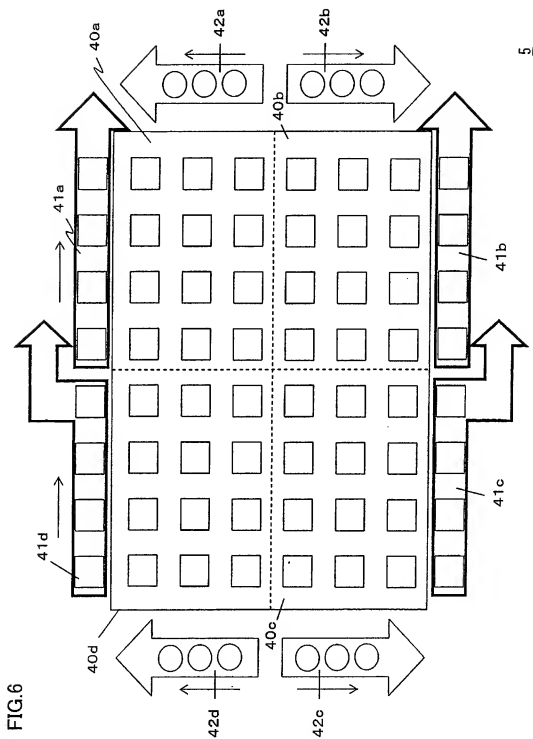


FIG. 7

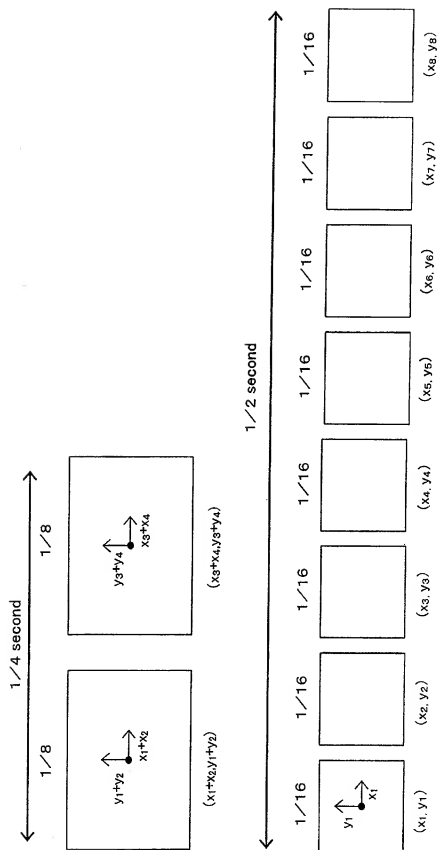


FIG.8

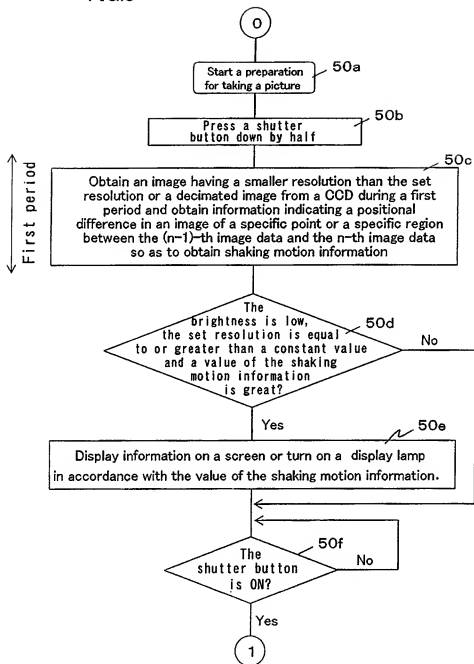


FIG. 9

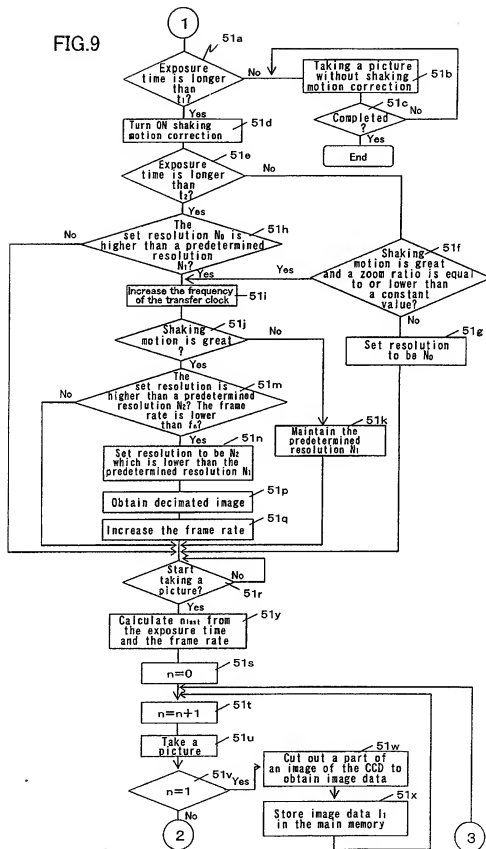


FIG.10

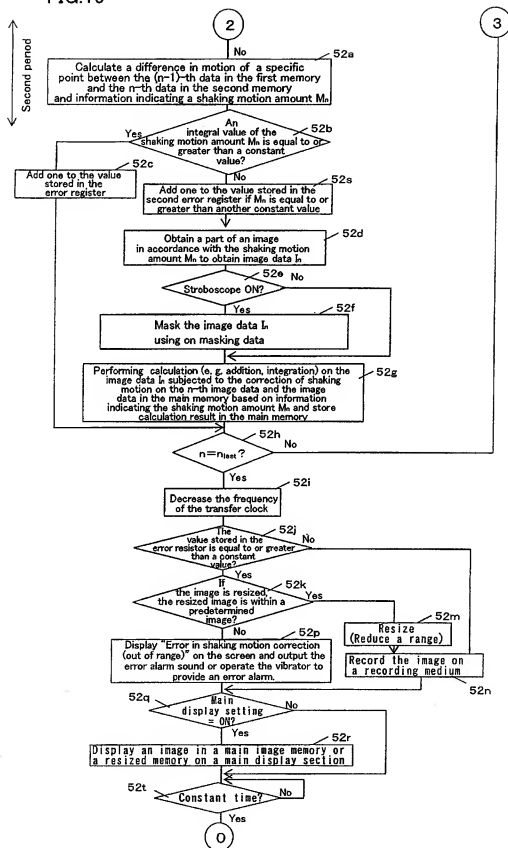


FIG.11

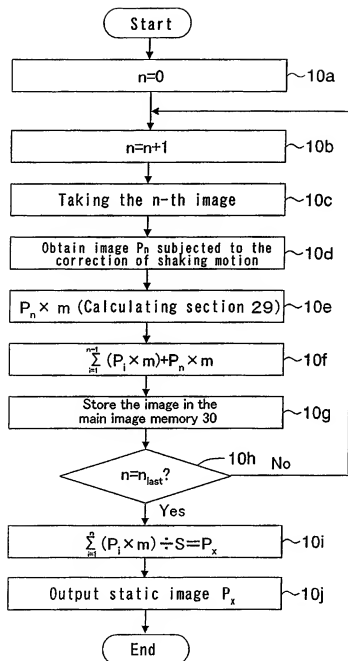


FIG.12

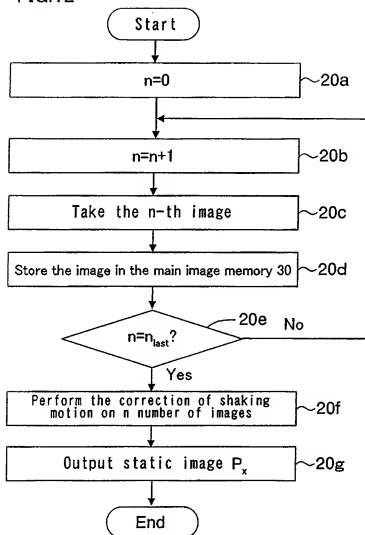


FIG.13

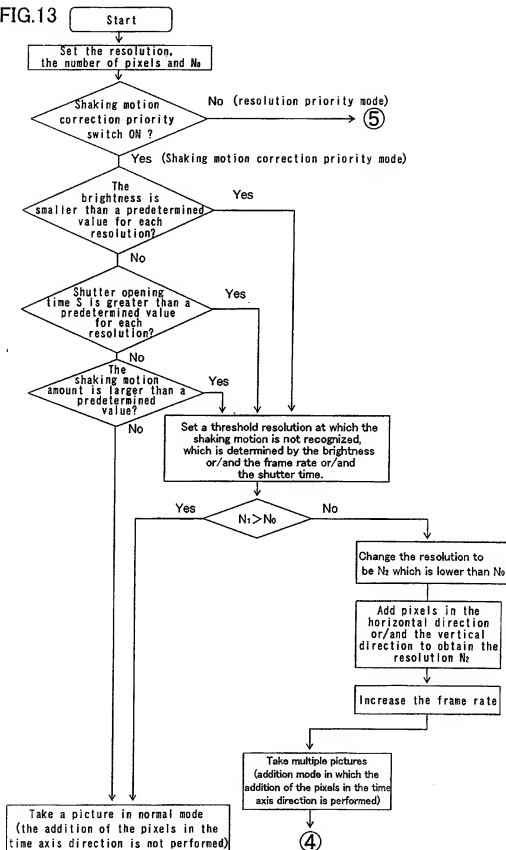
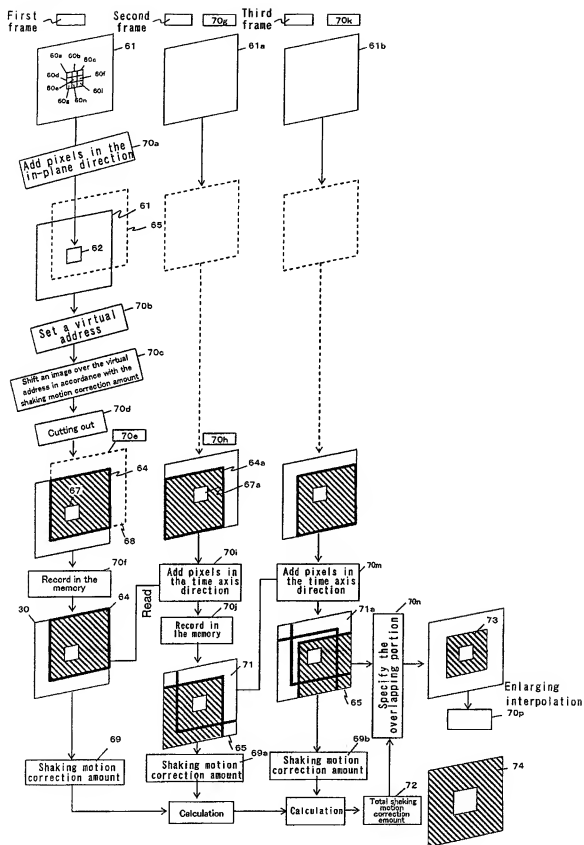


FIG. 14



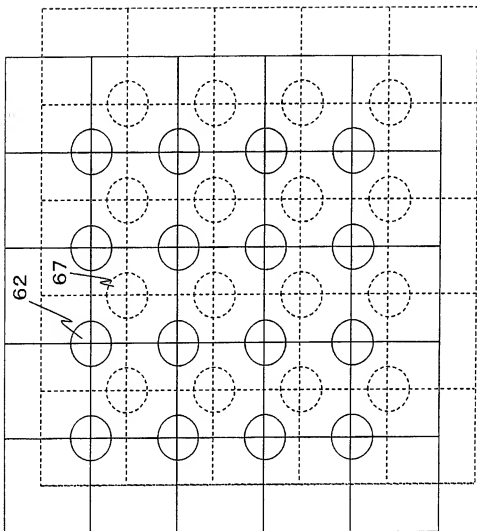


FIG. 15

FIG.16

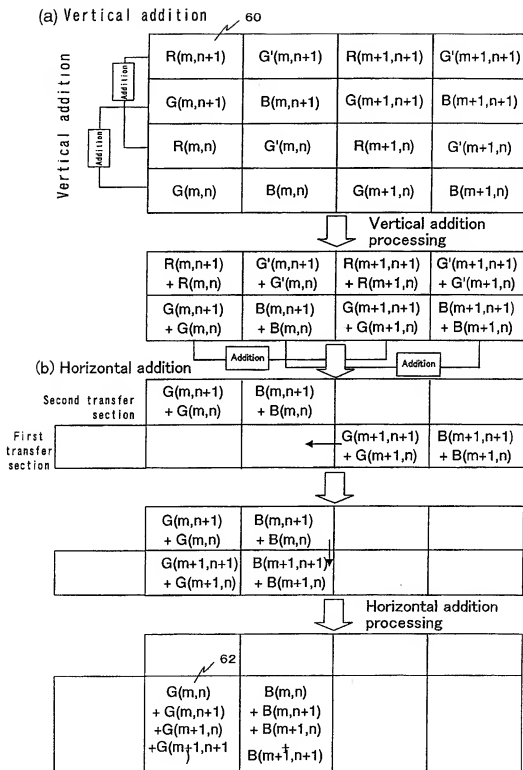


FIG. 17

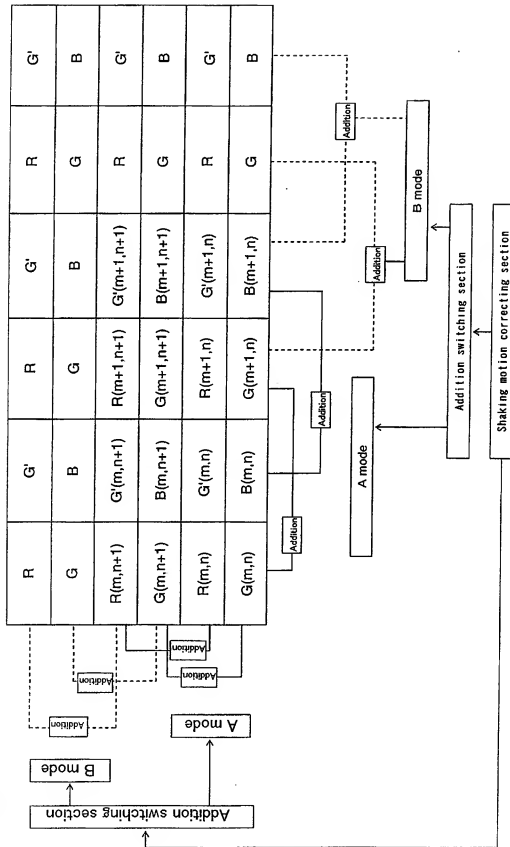


FIG. 18

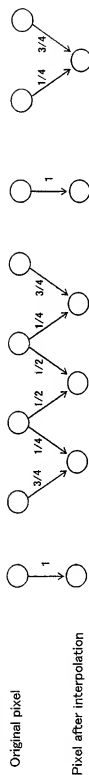
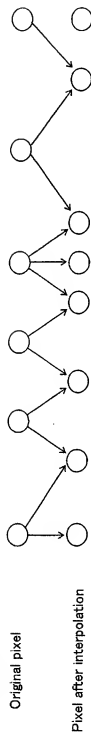
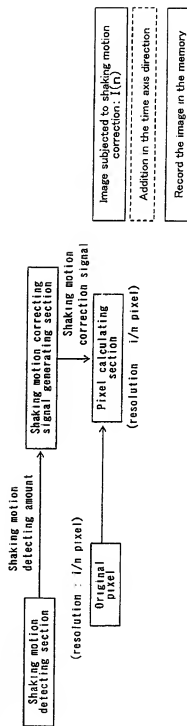
(a) Principle of interpolation
(Reduction)(b) Principle of interpolation
(Enlargement)(c) Shaking motion correction with
high resolution

FIG.19

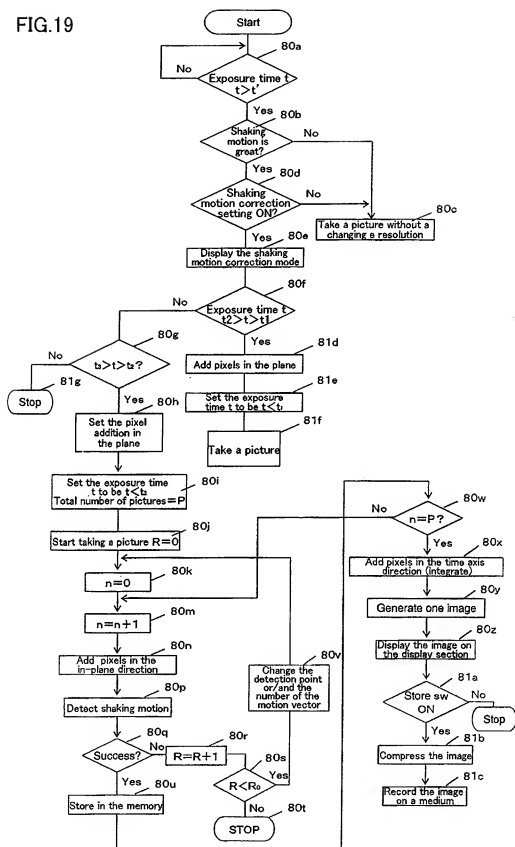


FIG.20

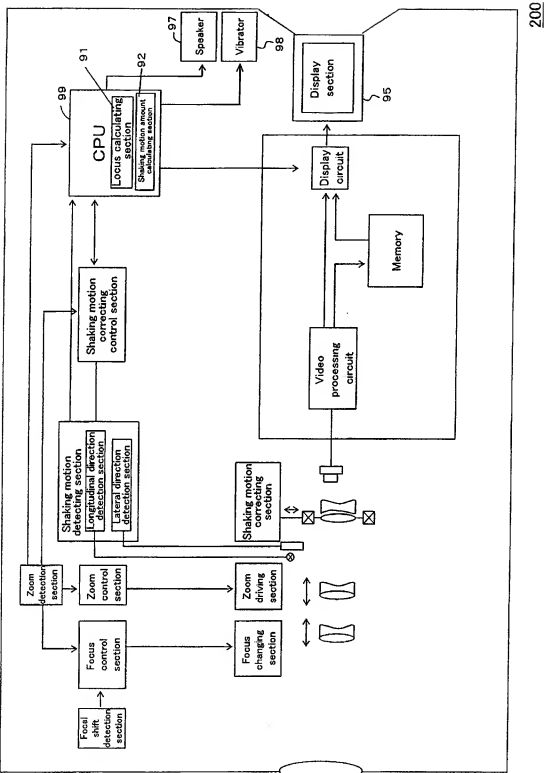


FIG. 21

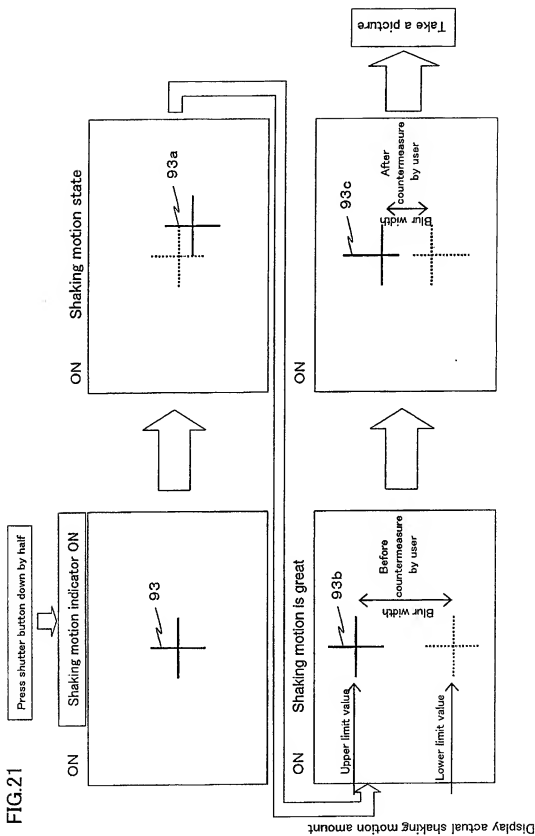


FIG.22

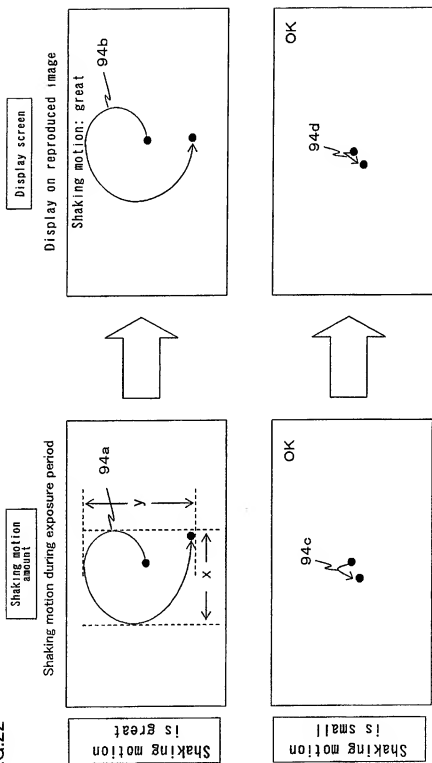
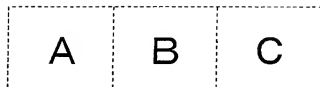
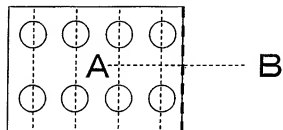


FIG.23

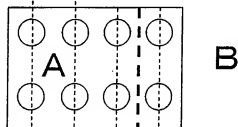
(a)



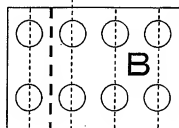
(b)



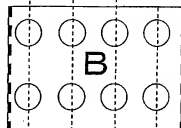
(c)



(d)



(e)



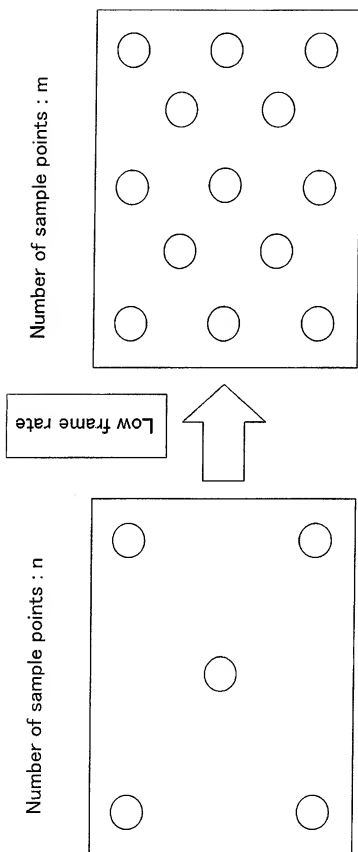


FIG.24

FIG.25

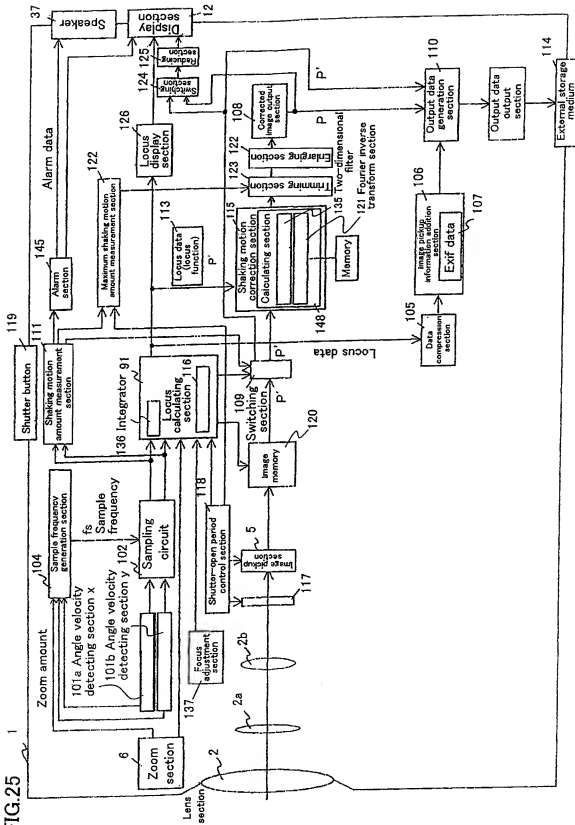


FIG.26

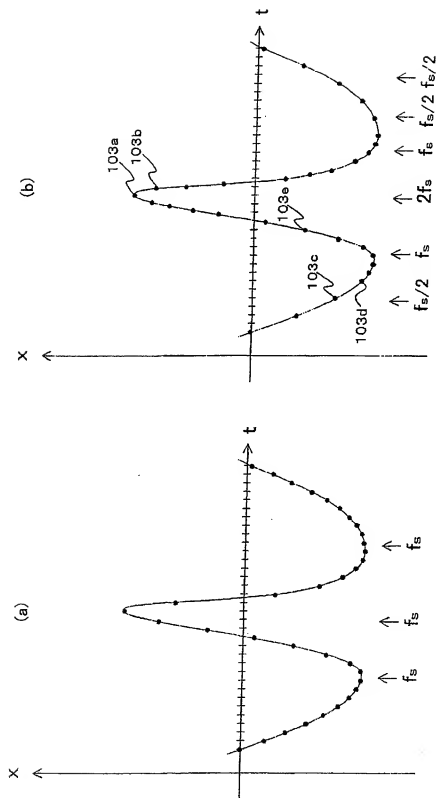


FIG.27

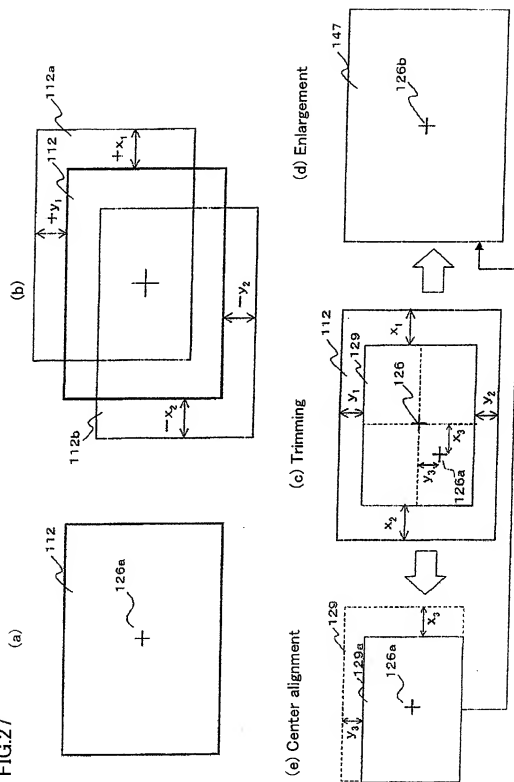


FIG.28

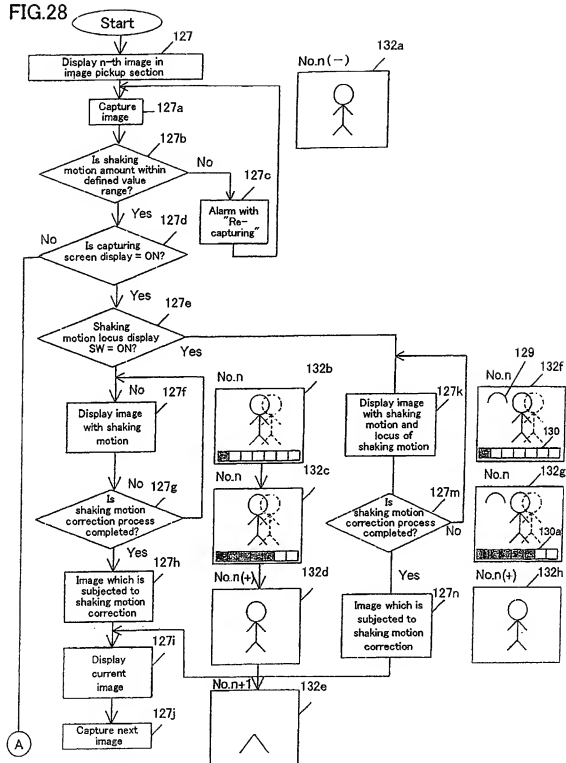
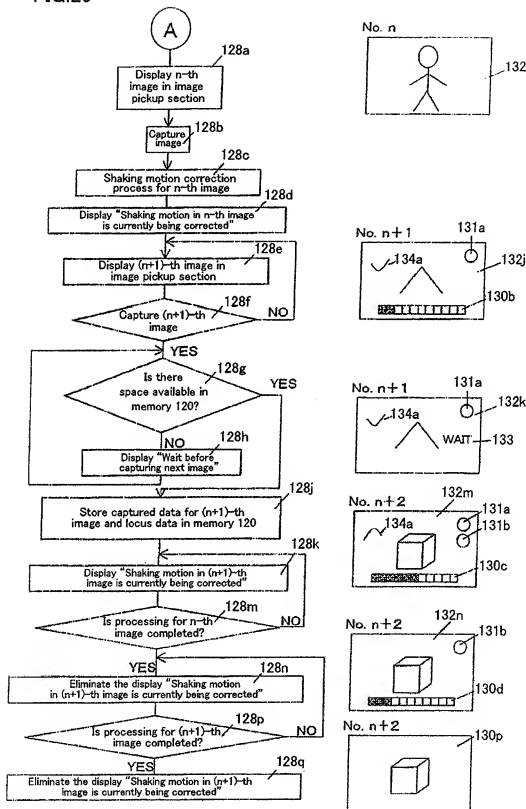


FIG.29



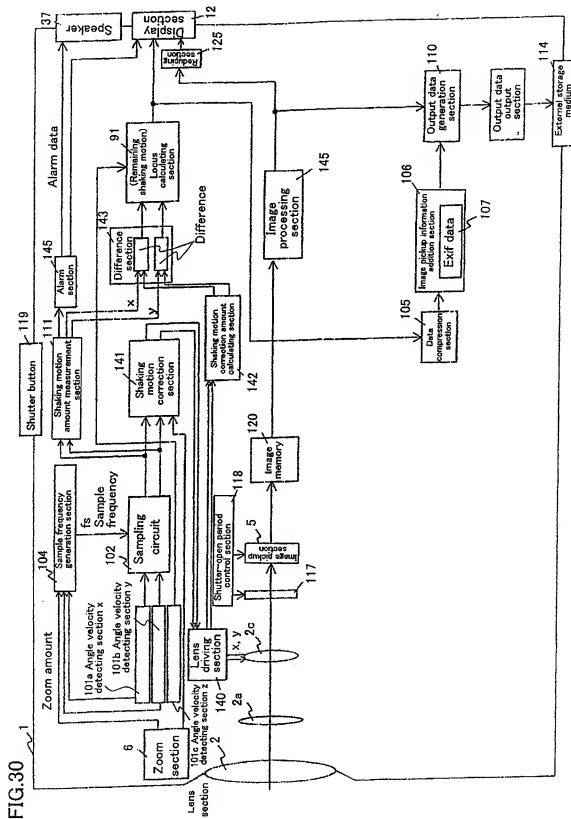


FIG.31

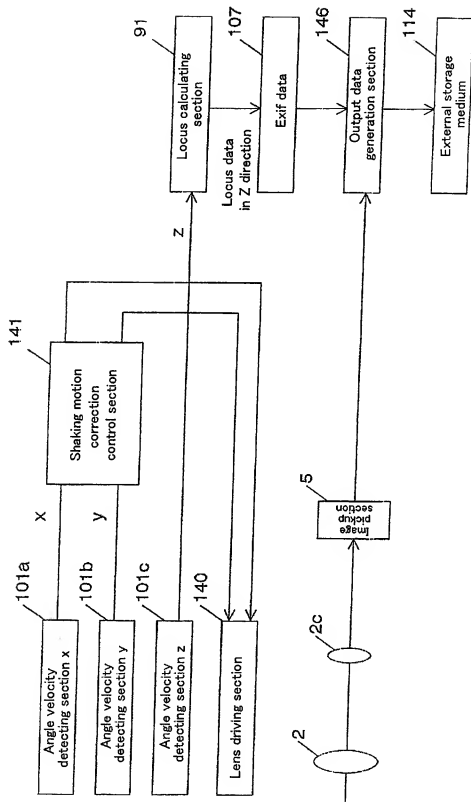


FIG. 32

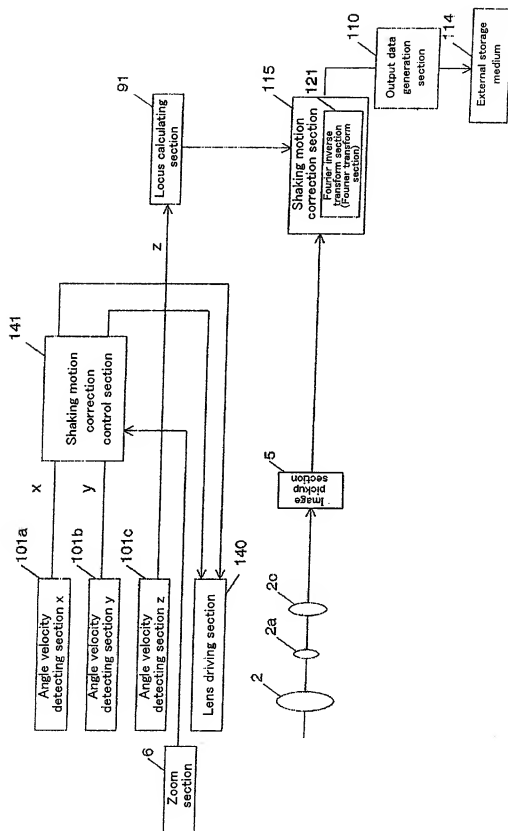


FIG.33

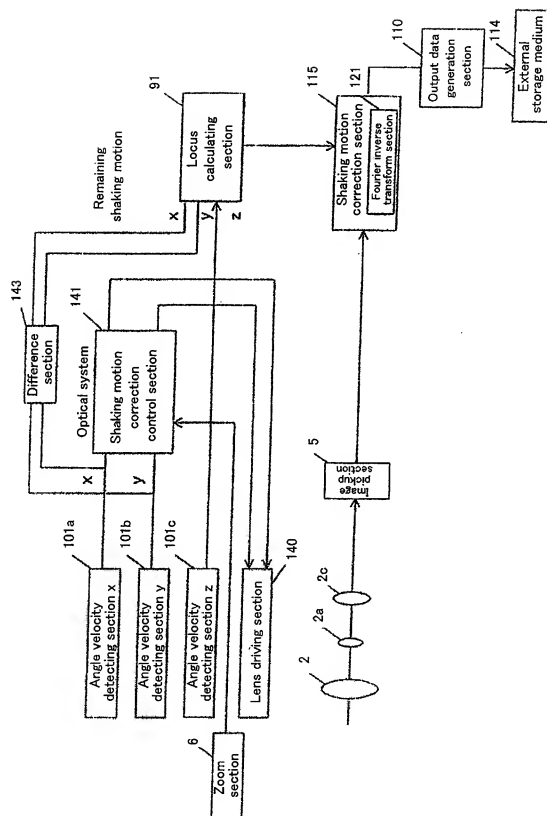


FIG.34

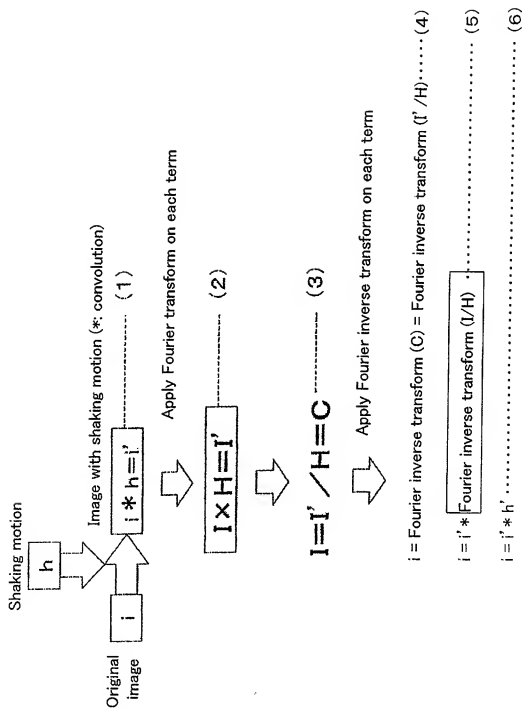


FIG.35

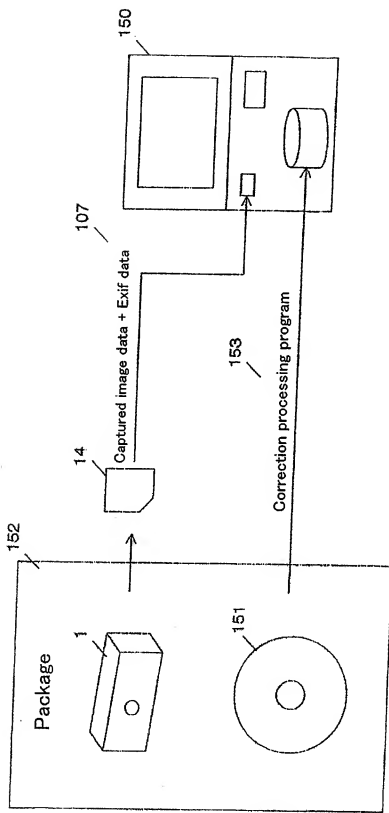


FIG. 36

